Spirit Island: Feather and Flame
PROMO RULES

4 Spirit Panels	5 Fear Cards
2 Scenario Panels	5 Aspect Cards
1 Adversary Panel	4 Adversary
18 Unique Power Cards	Reminder Tiles

ASPECT CARDS
Aspect Cards provide new ways to play familiar Spirits, portraying some facet of that Spirit's nature more strongly or in a different fashion. This promo pack includes Aspects for the four low-complexity Spirits from the base game.

The back of an Aspect Card shows which Spirit it's for and the front shows how to use it, providing a new Special Rule or Innate Power. To keep the Spirit balanced, an Aspect may Replace an existing Special Rule or Innate Power or require other changes during Setup; these changes are indicated at the top of the Card.

The use of Aspects is entirely optional; decide whether to use one and which to use when choosing Spirits. Use at most one Aspect per Spirit. Aspects may change a Spirit's play style or complexity; if playing a Spirit for the first time, either don't use an Aspect, or use one that decreases complexity.

PRESENCE TRACK BONUSES
These Spirits have bonuses on their Presence Tracks other than Elements and "Reclaim One". Elements and static bonuses (like "+1 Range on everything") are constantly in effect, and cannot be turned off. Spaces which say "+2 Energy" or "+1 Card Play" modify your normal Energy income or Card Plays available. Everything else *(Reclaim One, Move Presence, Push Town, Pay 2 Energy to Gain a Power Card, etc.)* is an optional Action you may take once per turn during the Spirit Phase.

ISOLATE
Some Powers for these Spirits tell you to **Isolate** a land, representing the Invaders being mired, trapped, or otherwise incapable of traveling. This has two effects:

1. Invaders do not Explore Isolated lands and Isolated lands are not a source of Explorers.
2. As far as **Invader pieces** are concerned, an Isolated land isn't adjacent to anything... unless you want it to be.

DETAILS:

- Isolate does **not** affect Blight cascades – Blight is not an Invader piece, so is not impacted. *(Thematically, things which prevent humans from traveling don't affect ecosystem damage spreading.)*
- Isolate **does not change whether a land is Coastal.** *('Coastal' is a land type defined by the land's adjacency to the Ocean. Invader-specific adjacency changes don't affect that.)*
- Like all effects not marked by a change to the board, Isolate only lasts for the current turn.
- You can let Invaders in an Isolated land use some or all adjacencies for a given Action, if you like.

SAVED FROM DESTRUCTION
A few effects can prevent Dahan or Invaders from being Destroyed.

- If a Dahan or Invader takes enough Damage to Destroy it but that destruction is prevented, clear all Damage it has at that moment.
- Saved Dahan and Invaders can't be Destroyed a second time or be dealt additional Damage by the Action they were just saved from, even if that effect has leftover Damage, additional instances of Damage, or Destroy instructions.

ACTIONS
The base game defines some terminology imprecisely. There is new wording that will be used going forward.

Some rules specify things that should happen "once per Action", "the first time during an Action", or "after (some Action that does a particular thing)". An Action is just a group of game effects that go together – e.g., **the following are common Actions**:

- One use of a Power;
- A Ravage, Build, or Explore in a single land;
- Everything one Fear Card does (*);
- Everything a Main Event does (*);
- Everything a Token Event does (*);
- Everything a Dahan Event does (*);
- Everything a flipped Blight Card does (*).

(*) = With one exception: "Each board", "Each land", "Each player", or "Each Spirit" instructions cause one Action per qualifying board, land, player, or Spirit.

This Replaces the somewhat imprecise "effect" terminology of the base game. It is not intended to change how anything from the base game or Branch & Claw works. For more exhaustive details, see the Jagged Earth rulebook, which is available online.

INVADER ACTIONS

What were previously just called "Invader Actions" have several different parts. Using Ravage as an example, there's the **Ravage Step** of the Invader Phase, in which you Resolve zero or more **Ravage Cards** on the Invader Board, each of which causes **Ravage Actions** in some number of lands.

Note: The Invaders may do things on the board as a result of Event Cards, Fear Cards, Adversary rules, etc., but unless these cause an Explore, Build, or Ravage, these are not Invader Actions. Therefore, they are not prevented by things like A Year of Perfect Stillness or Paralyzing Fright.

DOWNPOUR DRENCHES THE WORLD FAQS

- Once your 2nd Innate Removes Presence from the island, that Presence is treated the same as Destroyed Presence. (So could, e.g., be Returned through Blazing Renewal.) "Destroy" isn't used because effects which prevent Destruction can't prevent it.

FINDER OF PATHS UNSEEN FAQS

- When you use a Presence placement Growth option to uncover its "+1 Range" track benefit, the benefit doesn't apply until after the Presence has been placed.
- Responsibilities to the Dead only triggers after Invaders/ are actually Destroyed. If something prevents the Destruction, it doesn't trigger.
- If you use Open the Ways to make a land adjacent to the Ocean, then yes, that land becomes Coastal.
- The icon is from Jagged Earth and Branch & Claw. If not playing with those expansions, ignore it. This doesn't change the balance of the Spirit.
- If you have multiple paths to a single Presence spot, you don't gain the benefits twice.

For specific card clarifications and answers to any other questions, visit the Living FAQ at https://querki.net/u/darker/spirit-island-faq.

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KINGDOM OF SCOTLAND: KING JAMES VII, SON OF KING CHARLES II (HOUSE OF STEWART)

Scotland's position in northern Britain has always been a balancing act. King James VII plays this role well, playing the larger and more populous Kingdom of England to the south against the Kingdom of Sweden across the North Sea and the powerful Kingdom of France on the European mainland. His efforts are aided by the recent success of the Darien colony on the Isthmus of Panama. Thanks to distrust and rivalry among the major naval powers of England, Sweden, Spain, and France, Scotland has emerged as the primary broker of international trade.

The Kingdom of Scotland is currently in a tenuous alliance with Spain, France, and England against the northern European alliance of the Sweden, Hapsburg, and Prussian Kingdoms. However, Scottish merchants frequently carry Swedish goods on the side, rendering any attempt to blockade the North Atlantic largely moot.

Scotland controls the key colony of Darien, allowing Scottish merchants to transfer goods from the Atlantic to the Pacific without traveling thousands of miles out of their way around South America. With the unique ability to rapidly ship goods to the Pacific, Scotland has begun to quickly settle the Pacific Rim, establishing colonies in other key trading locations throughout the region.

This Adversary is **notably easier** for Spirits that can outright skip Invader actions.

This Adversary is **notably harder** for Spirits that have a hard time stopping Coastal Cities from being Built *(e.g., Shroud of Silent Mist)*

This Adversary is **very swingy** on Board D, due to the double coastal Wetland.

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